

WARGAMING

Background

Wargaming is a highly flexible exploratory and assessment methodology that can apply to a broad range of “war” related issues, as well as many outside of “war proper.” For example, gaming methodologies have proven particularly useful in addressing the “combat” of fire and rescue operations, and Weapons of Mass Destruction (WMD) incident response. An operational definition of Wargaming is *“the artificial replication of a situation of competition or conflict not involving actual military force that is characterized by human decision-making which impacts the course of events throughout. It revolves around the interaction of two or more opposing forces guided by predetermined objectives, rules,*

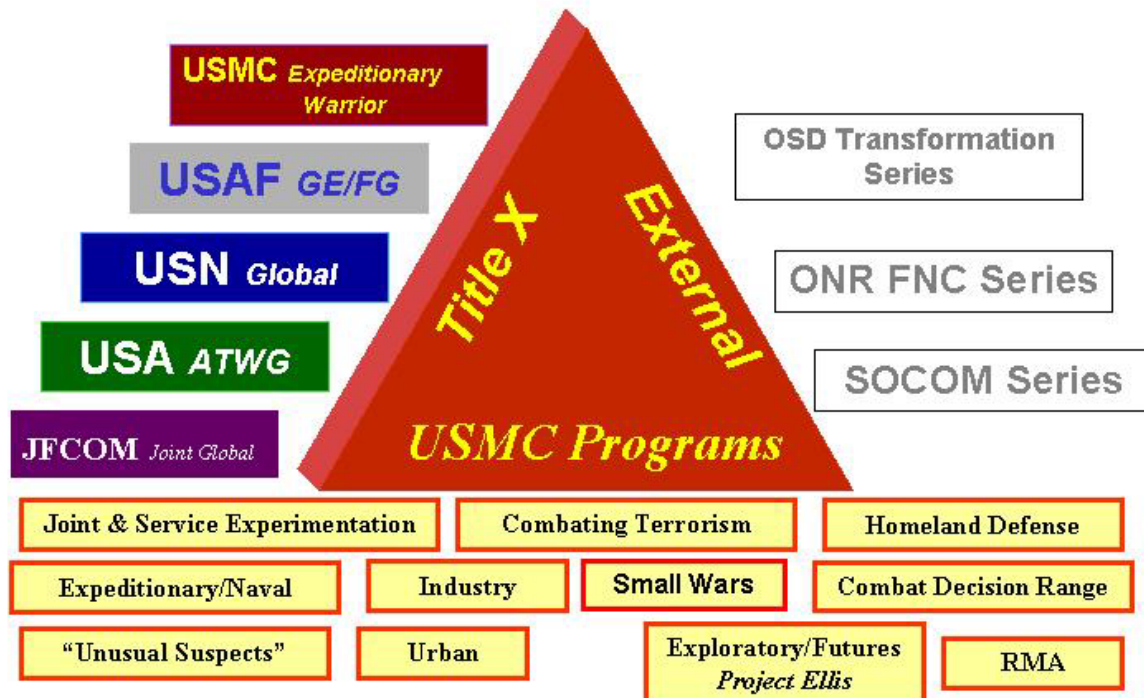
data, and procedures designed to depict an actual or assumed real world situation.”

Wargaming is particularly suitable for generating, refining, and assessing concepts, plans, issues, and technologies; assessing alternatives (courses of action, etc.); identifying capabilities and deficiencies; replicating conditions difficult to reproduce in peacetime; and reducing surprises.

Key Programs

The Marine Corps Wargaming Program, executed by the Wargaming Division of the Lab, is a comprehensive and innovative effort focused on advanced policy, concept, and operational exploration at several levels: Title X Wargaming, Joint and external gaming efforts, and a broad and diverse array of Service programs. This scope is illustrated in the diagram below, and subsequently described in more detail.

Wargaming Programs



Title X Wargaming

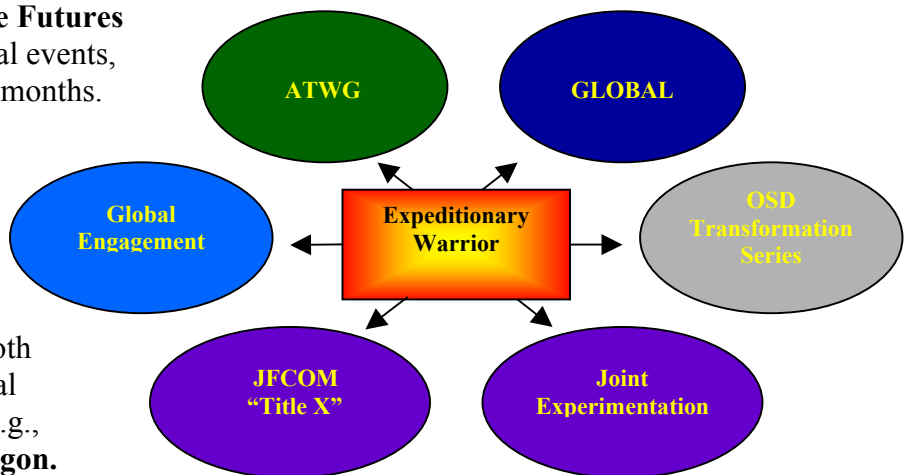
Title X Wargaming consists of two broad components. The first is the management, oversight, and assessment of Marine Corps participation in other Service-sponsored Title X War Games. The second is the execution and assessment of the Marine Corps' Title X Wargaming Program, *Expeditionary Warrior*. Title X War Games generally address future visions and capabilities in the context of core Title X responsibilities of organizing, training, and equipping forces to execute each Service's statutory roles and functions. Title X War Games, sponsored at high levels within each Service, are Joint in the sense of inviting other Service participation, and are expected to have major implications for the future direction and capabilities of the sponsoring Service.

Existing Title X Wargaming Programs sponsored by other Services include the Navy's **Global Series**, the Army **Transformation War Game (ATWG) Series**, and the Air Force's tandem **Global Engagement (GE)** and **Aerospace Futures (FG) Series**. These are large annual events, each with a planning cycle of 8-10 months.

The Title X venue is dynamic in terms of its precise scope and boundaries. For example, Joint Forces Command (JFCOM) experimentation efforts and associated gaming are becoming both increasingly connected to traditional Service-centered Title X gaming; e.g., **Olympic Challenge/Olympic Dragon**. Moreover, JFCOM has indicated a desire to become more heavily engaged in Service Title X programs, as well as the intent to initiate its own "Title X-like" gaming program, at this writing designated *Joint Global*.

In June 2002, the Commandant of the Marine Corps officially approved the re-establishment of a Marine Corps Title X Wargaming Program (in the late-1980s and early-1990s the Marine Corps had pioneered what today is termed "Title X" gaming with the **CMC Policy and Strategy War Game Series**). The new program is designated *Expeditionary Warrior* and is designed considerably differently than the other Service's Title X programs. By contrast, *Expeditionary Warrior* consists of an annual series of smaller, more focused games and related events that can either be connected by a common theme or address discrete issues. The intent is to build in greater speed and flexibility in addressing questions of particular concern to the senior leadership, to focus participation on the question at hand, to leverage other Wargaming efforts for Title X "value added," and to maximize "output" relative to resources expended.

Expeditionary Warrior Program Relationships



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The first event in the *Expeditionary Warrior Series* was held at Quantico on 18-21 November 2002. Labeled Expeditionary Warrior 03-1 (EW 03-1), the event focused on Expeditionary Strike Group (ESG) operations, with the United States Special Operations Command (USSOCOM) forces, to conduct preemptive operations against terrorist forces and bases. The assessment report is currently being written. When it becomes available, notification will be posted on the Wargaming web site: www.wargaming.quantico.usmc.mil.

External War Games

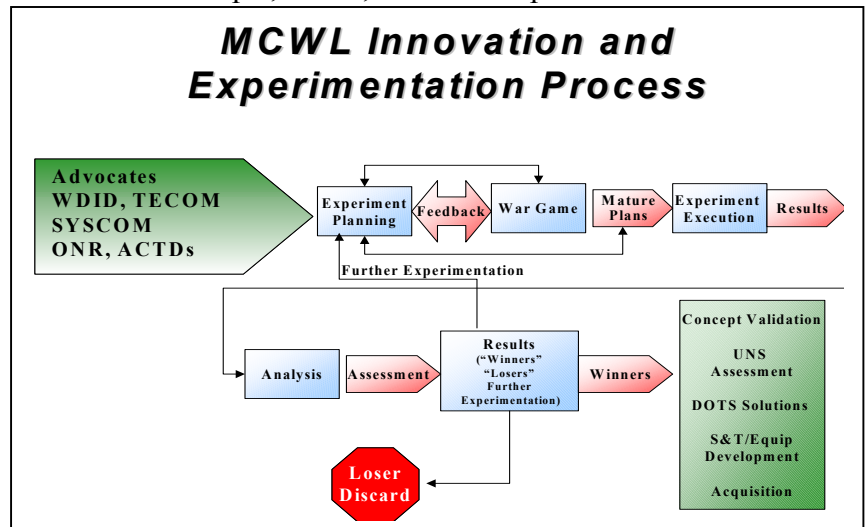
External war games are a broader and less well-defined aspect of the USMC Wargaming effort. Due to their extensive and ill-defined nature, the Wargaming Division must exercise a selective monitoring and participation responsibility. Among the many examples of these games are Office of the Secretary of Defense (OSD) Net Assessment's **Revolution in Military Affairs** and **Transformation War Game Series** gaming efforts, and relevant gaming efforts of other Services not encompassed by Title X programs. By way of illustration, the latter is sponsored by OSD/Net Assessment, OSD/Program, Analysis and Evaluation (PA&E), and the Department of Defense (DOD) Transformation Office, and is focused on testing and understanding the future course of force transformation.

Marine Corps Wargaming Programs

Marine Corps wargaming programs embrace an extensive category of activities that are planned and executed by the Wargaming Division. As such, they are Marine Corps efforts even though many include Joint,

interagency, and even non-governmental participation.

Experimentation Track Wargaming functions as a means of exploring, vetting, and assessing prior to the commitment of resources. A component of the Lab Innovation and Experimentation (I&E) Process, it occurs at the front-end of an experimentation track in order to assess concepts, issues, etc. that shape the direction



of the track as a whole. Examples of experimentation track gaming Include-- the *Urban Warrior*, *Capable Warrior / Culebra*, and *Coalition Warrior Series*. Currently, the thrust of this effort is support of the USMC *Olympic Dragon War Game Series*.

The Combating Terrorism Wargaming Program is, though antecedents are evident in several other Wargaming Programs, a direct result of the 11 September 2001 terrorist attacks against the United States. It is broadly intended to examine the many facets of the global war against terrorism as the first 21st Century war.

- The first component of the this program is *Project Fast Train*, a series of small, fast turn-around “Red Teaming” efforts

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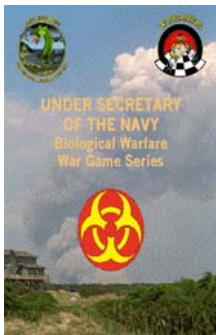
focused on discrete, near-term problems and issues associated with the war on terrorism. Principal participants are retired General Officers and senior DOD civilians.

- The second component is **Project O'Bannon**, an open-ended effort consisting of war games, seminars, and workshops. These events are designed to explore the scope and dimensions of global terrorism and address the elements of a global campaign against terrorism, to include operational issues and appropriate technologies. A wide range of military, interagency, and external participants are involved.



The Weapons of Mass Destruction

(WMD) Series has been ongoing since the mid-1990s. Most recent efforts have focused on biological warfare, especially as it relates to domestic terrorism and Homeland Defense. Additionally, command and control (C2), employment of the



Marine Corps Chemical-Biological Incident Response Force (CBIRF), and Third World nuclear proliferation have been addressed.

Expeditionary/Naval

- **The Tri-Marine Series**, revived in 2001 after a long period of dormancy, is conducted proximate to the annual Trilateral Staff Talks and is expected to continue as an annual effort. The focus is expeditionary operational problems of mutual concern for the U.S. Marine

Corps, the Royal Marines, and the Royal Netherlands Marine Corps.

- **The Industry War Game Series** is conducted in conjunction with the National Defense Industrial Association (NDIA). This program helps maintain a dialogue with industry, and facilitates a larger role for industry in Marine Corps events.

- **The Sea Wolf 2000 (SW2K)** project was a result of the January 2000 Navy-Marine Corps Warfighter Conference. Its purpose was to assess the effects of the combat power of forward-deployed naval forces and immediate follow-on forces in early decisive combat operations in order to illustrate the unique, integrated capabilities of the Navy-Marine Corps Team. Sea Wolf provides an excellent Marine Corps-Navy gaming venue, though at present it is not a regularly scheduled event. The intent is to attempt to institutionalize the program as a regular venue for Navy-Marine Corps to address issues of mutual concern.



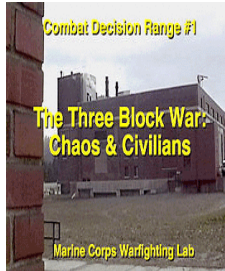
The Dynamic Decision-Making Series

examines principally non-military organizations to leverage insights into decision-making and command and control issues applicable to the digital, nonlinear battlefield of the 21st Century. Previous organizations studied include the New York Mercantile Exchange (NYMEX), the Federal Aviation Administration (FAA), the Fire Department of New York (FDNY), and Silicon Valley Information Technology (IT) executives. Prior to 11 September, preliminary discussions concerning a project

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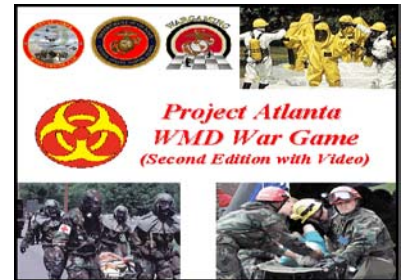
with the NYPD were underway, the future of which is indeterminate at this time.

- **The Combat Decision Range (CDR)** is a tremendously successful program that developed out of the larger, previously described Dynamic Decision-Making Series. In concept it is grounded in the FDNY's Battalion Chiefs' Course. The CDR provides a facilitated, computer-driven, human interactive, decision-making program for combat leaders from the noncommissioned officer through field grade ranks. It is fielded throughout the operating forces. To date, 27 modules focused on different operational problems have been developed. The CDR transitioned to the Training and Education Command (TECOM) during Jan 2003.



- **The Urban Warfare Wargaming Program** embraces a broad and diverse spectrum of activity that has cut across other Wargaming program lines. These have included Joint Wargaming efforts, the Urban Warrior and Project Metropolis experimentation series, Revolution in Military Affairs (RMA), US/UK Urban Non-lethal Weapons Wargaming Program, Project Ellis, Small Wars, and Cultural Intelligence seminars. This effort also integrates with the activities of the National Institute for Urban Search and Rescue (NIUSR), which also tie closely with Homeland Defense described in the following paragraph.
- **Homeland Defense** focuses on the multifaceted issues of military support to civil authority. Much of the context for

this effort has been chemical/biological incident response, particularly in antiterrorism scenarios that potentially involve the Marine Corps' CBIRF, now part of the 4th MEB (AT). A number of war games have been directed toward this end, particularly **Project Atlanta**, a congressionally mandated effort exploring new technologies and critical organizational and command and control issues



involved in military support to civil authority. Current efforts include collaboration with the Fire Department of New York (FDNY) regarding the establishment of a wargaming program to address planning scenarios, course of action development, and operational decision-making, as well as to make available appropriate Lab

technologies to address specific FDNY operational issues. A modified version of the CDR is being offered for their use as well. The Homeland Defense effort also supports a HQMC-sponsored project with the NYPD concerning the possible use of Marines in security events. **Project NCR (National Capital Region)**, an ongoing program, has examined insights and lessons learned from 11 September 01, and was originally intended to assist the CBIRF in

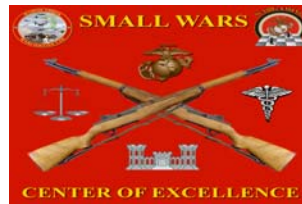


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integrating with the NCR, and specifically the Military District of Washington (MDW). Its future direction is ambiguous at this time. The recent establishment of Northern Command and the establishment of a Department of Homeland Defense are likely to generate significant efforts in this arena.

- **Small Wars** provides a venue to examine the aspects and issues associated with that operational area traditionally known as Small Wars and more formally as Operations Other Than War (OOTW).

In 1999, at the direction of the Commandant, a ***Small Wars Center for Excellence*** was established consisting of a dedicated web site and contractor Subject Matter Expert support, supplemented when required by matrixed Wargaming Division assets.

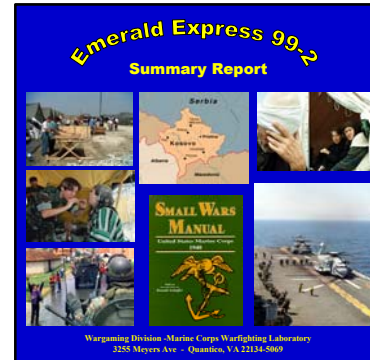


Another key component of the Small Wars program is the ***Cultural Intelligence Seminar (CIS) Series***.



Designed to provide a “missing piece” in military planning, the CIS series focuses on developing a better understanding of cultural issues in regions where USMC forces may be deployed in Small Wars situations. Non-defense agencies and Non-Governmental Organizations (NGOs) are the primary participant pool, with Marines being the ultimate beneficiaries.

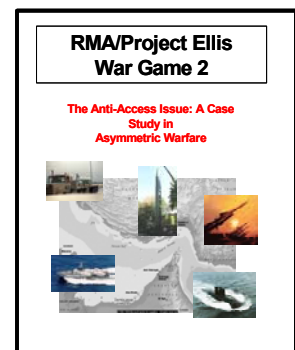
The final, and equally vital component of the Small Wars Program is the ***Emerald Express Series***. It is designed as a



“lessons learned” venue to garner key insights from actual operations, e.g. the 26th Marine Expeditionary Unit’s (MEU) experiences in Kosovo and Turkey.

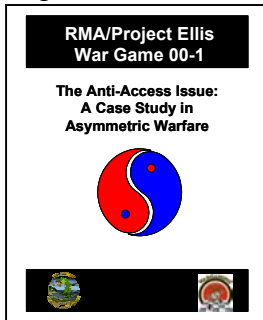
- **Exploratory/Futures Gaming** is a long-range, open-ended effort to explore future and emerging operational concepts, organizations, technology, and “strategic futures,” among other topics.

The first component of this effort is ***Project Ellis***, which examines pivotal shifts in the strategic landscape that may result in major changes to US military strategy and the role of the Marine Corps. Named for Major Pete Ellis, whose identification of the shifting strategic landscape in the Pacific and the corresponding need for distinctive military capabilities had a decisive effect on the outcome of World War II. Project Ellis has examined, through workshops



and war games, such issues as changing strategic assumptions, asymmetric warfare, counter anti-access strategies, and the impact of quantum technology shifts.

The second component is the ***Revolution in Military Affairs (RMA) Series***, conducted under the aegis of OSD/Net Assessment, and oriented toward issues of particular interest to the Marine Corps



in that context. Conducted since 1995, it has covered an eclectic range of problems and issues to include support to Project Ellis, urban

warfare, experimentation assessment, future OMFTS concepts, biological warfare, non-lethal weapons, and, quite significantly, an extensive Information Warfare (IW) effort. Exploiting industry as well as military expertise, the IW effort is directed toward computer network attacks against critical infrastructures.

Current ***Project Ellis*** and ***RMA*** efforts are focused on supporting the war on terrorism, more specifically ***Project O'Bannon*** and possibly ***Expeditionary Warrior*** depending upon how that program evolves.